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We describe WireGL, a system for scalable interactive rendering on a cluster of workstations. WireGL provides the familiar OpenGL API to each node in a cluster, virtualizing multiple graphics accelerators into a sort-first parallel renderer with a parallel

Keywords: cluster rendering, parallel rendering, remote graphics, scalable rendering, tiled displays, virtual graphics

2 Tracking graphics state for networked rendering

lan Buck, Greg Humphreys, Pat Hanrahan August 2000 HWWS '00: Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware

Full text available 智能 (354.74 KB)

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> As networks get faster, it becomes more feasible to render large data sets remotely. For example, it is useful run large scientific simulations on remote compute servers but visualize the results of those simulations on on or more local displays. . .

Keywords: graphics state, networked rendering, remote rendering

3 Specialization tools and techniques for systematic optimization of system software

Dylan McNamee, Jonathan Walpole, Calton Fu, Criscon Cowan, Charles Krasic, Ashvin Goel, Perry Wagie, Charles Consel, Gilles Muller, Renauld Marlet

May 2001 Transactions on Computer Systems (TOCS) , Volume 19 Issue 2

Publisher: ACM & Request Pour insigns

Full text available (178 52 KB)

Bibliometrics: Downloads (6 Weeks): 15, Downloads (12 Months): 62, Downloads (Overall): 656, Citation Count

Specialization has been recognized as a powerful technique for optimizing operating systems. However, specialization has not been broadly applied beyond the research community because current techniques based on manual specialization, are time-consuming

Keywords: operating system specialization, optimization, software architecture

4 HEMS monitoring and control language

G. Trowntt, C. Partridge November 1988

HEMS monitoring and control language

Publisher: RFC Editor

Full text available: A Lat (96.42 KB)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 0, Downloads (Overall): 0, Citation Count: 1

5 Audiofile: a network-transparent system for distributed audio applications

Thomas M. Levergood, Angrew C. Payne, James Gettys, G. Winfeld Treese, Lawrence C. Stewart

June 1993 Usenix-stc'93: Proceedings of the USENLX Summer 1993 Technical Conference on Summer technical conference · Volume 1 , Volume 1